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Abstract (Figure 2)

A method of 3D measurement, evaluation and grading system for fabric/textile structure/garment appearance, based on values P and Q, is carried out using a fixed digital camera positioned above a piece of the fabric, shining at least two different parallel light beams from inclined directions on to the surface and capturing different reflected images of the surface with the camera. The captured images are analysed to derive certain parameters relevant to the appearance. In particular, values of $P + Q$ may be used in a grading evaluation, where P and Q are summations of the surface gradients for a plurality of evenly distributed points in an x direction and in a y direction of the surface respectively.